

I

Berserker
Martial
(Deed) Veil: Avoid all AP loss due to HP loss in a battle round.

II

Guerrilla
Martial
(Deed) Veil: Gain surprise against an Enemy.

III

Captain
Martial
(Hero): You are not limited to just 1 Martial Ally.

IV

Tactician
Martial
(Deed) Veil: Re-roll all misses in a battle round.

I

Diplomat
Neutral
(Hero): Influence +2 against Noble.

I

Martial

II

Martial

III

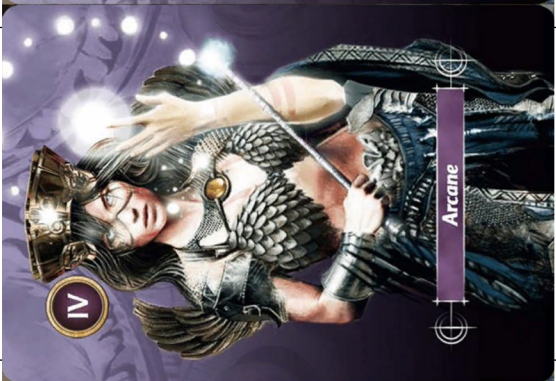
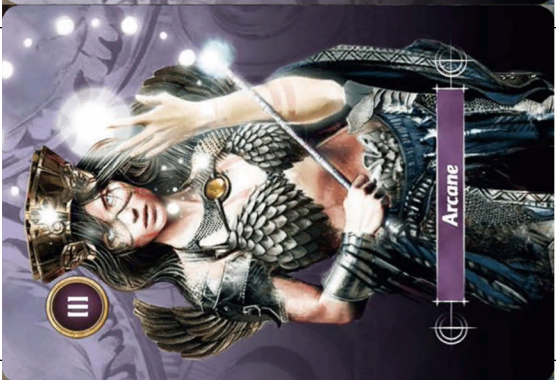
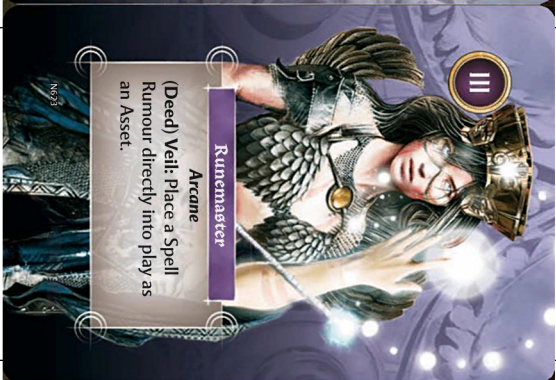
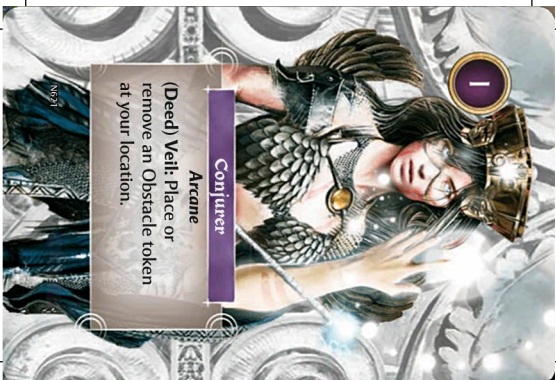
Martial

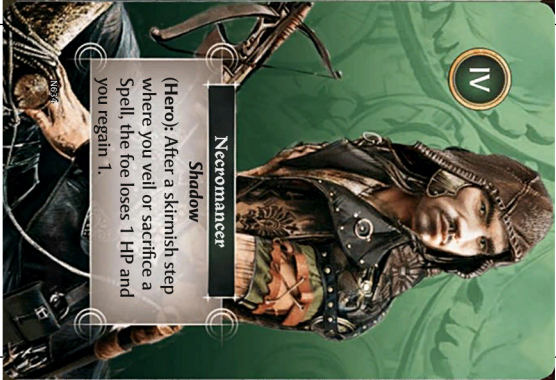
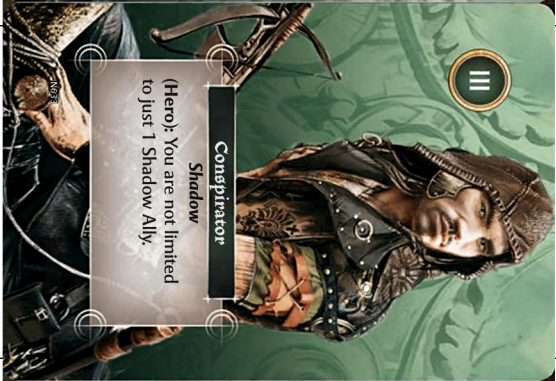
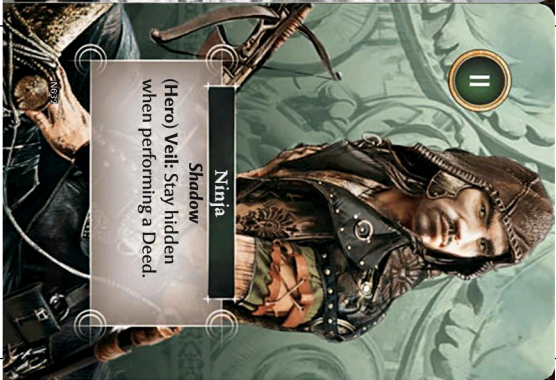
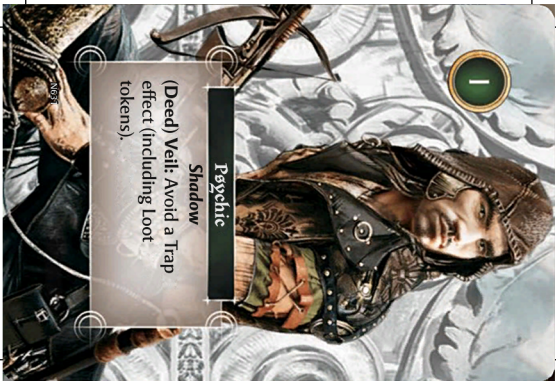
IV

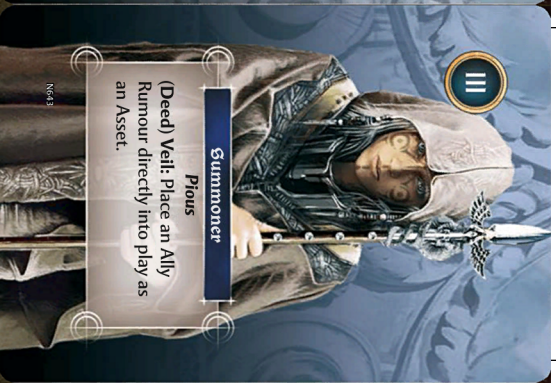
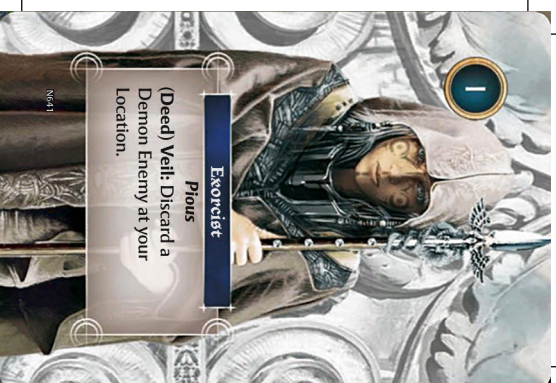
Martial

I

Neutral







Copyrights

This unofficial, fan-made expansion for Tristan Hall's Gloom of Kilforth: A Fantasy Quest Game reuses art and graphical elements from the game in understanding with the game's author. Original content is made by Tor Gjerd in cooperation with Chris Sundli.

Rules

With this expansion, heroes have a third skill available to choose at each level based on their skill-type, plus two neutral skills available to all heroes unless already chosen by another hero.

Website

See <https://old.no/glook/> for more information.